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PRINTED IN JAPAN

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BATTLE CARS

INSTRUCTION MANUAL

namco

SUPER NINTENDO ENTERTAINMENT SYSTEM

BATTLE CARS™

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STORY

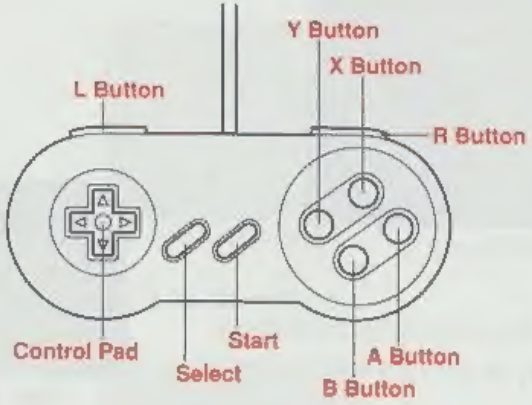
The excess of the industrial revolution was doomed to haunt the earth. As the 20th century faded into the 21st, the planet's largest economies were focused on the service industry. Over population and few environmental quality regulations created an exodus of traditional industry to less developed nations. Fueled with cheap labor, factories churned out consumer products with obsolete "dirty" machines purchased from the former industrial giants. Each year billions of metric tons of pollution were dumped into the biosphere. Global warming increased exponentially.

As the 21st century progressed the greenhouse effect began to take its ugly toll. The polar ice caps melted at an ever increasing rate. International tensions rose with the water level at a time when the world had never been better armed. The end of the cold war over a hundred years earlier saw huge arsenals of weapons sold at fire sale prices. Even the smallest of countries could afford weapons capable of mass destruction. As coastal cities sank under the oceans, people demanded action. Politically the easiest solution was to point fingers and launch attacks against "environmental terrorists." Between global warming and global warfare the earth was forever changed.

The start of the 22nd century saw a true new world order. Survivors of the devastation lived in city states. Technologically sophisticated and jaded by years of war the people demanded a new sport for their new age....Battle Cars...technology...aggression....Battle Cars. Afforded the same popularity earlier cultures had given artists or pop musicians, Battle Car drivers are heroes. Their only rule is to win.

DRIVERS ED

Battle Cars is not like any other racing game. Cruise through the following section to learn how to control your car or you'll be another grease spot on the road.



Control Pad

- Press left/right to steer left/right
- Press left/right to initiate Side Swipe (see Side Swipe section)
- Press down for weak side swipe

A button

- Press to accelerate.
- Hold the button down and the turbo will kick in.
- Release to slow down.

B button

- Press to fire weapon

X button

- Press to brake

Y button

- Press to select weapons

L button

- Press to steer left

R button

- Press to steer left

Select button

- Press to scroll lock (see Scroll Lock section for more details.)

Start Button

- Press to pause during game play.

JUMP START

Polish off this section to jump right into the action.

Title Screen

- From the Title screen, press any button to advance to the Mode screen.

Mode Screen

- Press the Control Pad up/down to highlight "1 Player."
- Press the Start button to advance to the Car Select Screen.

Car Select Screen

- Press the Control Pad left/right to highlight a car.
- Press the Start button to enter your selection and advance to the Car Color selection screen.

Car Color Screen

- Press the Control Pad left/right to highlight a color.
- Press the Start button to enter your selection and begin the game.

OPTIONS

Deal with this section to learn about some of the groovy choices you have with this fine product.

- From the Menu screen press the Control Pad to highlight Options.

Mode Screen

- Press the A button to advance to the Option screen.

Option Screen

- Press the Control Pad up/down to highlight the option you wish to change.
- Press the Control Pad left/right to change the highlighted option.
- Press the Start button to return to the Menu screen.

Difficulty	Choose from Easy, Medium, and Hard.
Effect Volume	This option allows you to increase or decrease the volume of the sound effects. The higher the number the louder the sound effects.
Vs. Mode Laps	Set the number of laps to be raced in Vs. mode.
Vs. Mode Boss	Lets you play with or without a boss in Vs. mode.
Vs. Mode Weapons	Play with only discs, no weapons or all weapons.
Vs. Mode Cars	Play with totally powered-up cars or customize your own car.
Scroll Lock	Set this option to manual if you want to have control of the scroll lock feature (see Scroll Lock section for more details.)

BACKGROUND

Take a Formula racer, the fire power of a main battle tank, and mix it with the aggression of a wolverine and you get Battle Cars. Your goal is to become the champion. To do this you'll need to beat all the other Battle Car jocks. Each race has two parts; cross country and the actual race.

Cross Country

You have to get to a track to race a boss. You guessed it, cross country is how you get to that boss. After the cold war the former super powers got together and built "Peace-Net," a satellite system that blanketed the globe. Its goal was to destroy weapons being used for acts of aggression. Based on the destruction caused by World War III it didn't work very well. However, the remnants of Peace-Net were appropriated by various city states to defend their turf. By definition a Battle Car is an act of aggression, so watch out for the Peace-Net satellites.

Peace-Net Satellite

Battle Car cowboys love Peace-Net. They figure if you can't make it past Peace-Net you aren't worth racing. It tends to weed out the unworthy. Beyond surviving, cross country gives you the chance to pick up money. There are two types of money; cash and credits.

Credits are awarded by finishing the cross country section quickly. They amount to corporate sponsorship. If you're fast you'll be good PR for the companies. Credits can only be used for weapons. Only the big corporations have weapons anymore...So be nice to the suits or else.

Cash is awarded for blasting would-be Battle Car cowboys off the track. Each car you destroy is recorded by the I.B.C.A. (International Battle Cars Association) and salvaged. They credit your account. Use your cash to build your car.

BACKGROUND CHECK

Beat the Local Hero

Yes, it's show time. If you made it this far the local champion is obliged to race you. You'll race two laps head-to-head. It's win or lose; there's no second place in the Battle Cars circuit!

Boss Screen

If you win, you'll be awarded some cash and credits and be off to the next area for another Cross Country race.

There are 9 levels, each with its own boss, background, Cross Country section, and Track race. Good luck!!!!

TWO PLAYER GAMES

There are three ways to play Battle Cars with more than one player. Keep on reading to learn all the juicy details.

2 Player Mode: Similar to the One player game but with fierce head-to-head competition! Cross country is now a race between the two players. The winner of the Cross Country race gets a nice little bonus and the first crack at the boss. Both players need to race the Boss, but only one of the players needs to beat the boss to advance to the next level.

Vs. Mode: Up to 8 players can compete in a "round robin" contest. The winner keeps driving and the losers rotate. Win / loss records are kept for up to eight players. After each race, the players have the option of adding or deleting players, changing car attributes, changing cars, changing tracks, or exiting.

Vs. Mode

Tournament Mode: 4 or 8 players can compete in a single elimination tournament for the Battle Cars championship!!!

Tournament Mode

SHOPPING

This isn't like cruising the mall. Read on to learn how to spend your green for the most effect.

To select upgrades:

- Press the Control Pad up/down to highlight the upgrade you wish to purchase.
- Press the B button to purchase the highlighted upgrade.
- Press the Y button to return to the action.

Shopping Screen

Types of Upgrades: There are three different categories of power-ups. Keep on reading to scope them out.

Performance: Power! Brute force! Speed! Enough said.

Engine Speed——Pump up your engine to squeak all the power out of it that you can.

Turbo Speed——Get bigger and better turbos to increase your top speed.

Tire——You need these babies to get all that power to the road.

SHOPPING

Weapons: Use weapons to blast enemies. Sounds fun, doesn't it?

Missiles—These monsters are heat seekers with high explosive warheads. They're a blast.

Disks—Imagine a high-tech frisbee filled with explosives.

Grenades—These weapons pack a punch. When they land on an enemy they punch through the weak roof shielding for maximum damage.

Handling: Keeps your car hugging the curves!

Jump—Power-up your jump to take to the skies. The more you have the higher you go.

Shocks—Shocks are very important if you intend to jump. Weak shocks will keep you bouncing up and down.

Dampners—Critical. Before the world fell apart, the global highway network installed a force field along all major roads to keep drivers on track and to cut down on noise pollution. At Battle Car speeds hitting one of these fields will bounce your car around like a ping pong ball. To prevent this a Battle Car cowboy invented dampners. These devices nullify the effect of the force fields, but the faster you go the more dampners you need.

WEAPONS

There are three types of weapons. These weapons are for defeating non-boss racers and slowing down the bosses. Bosses cannot be destroyed, but shooting them slows them down!!!

- Press the Y button to select a weapon.
- Press the B button to fire a weapon.

Missiles:

Fairly weak, but they automatically home in on their target. Great for shooting on the horizon. Non-Boss Attack Power, 1/3 damage.

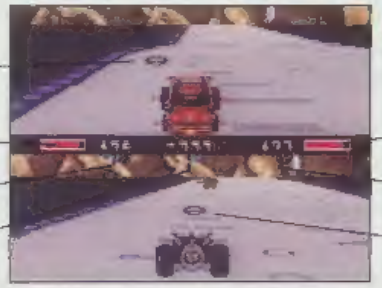
Disk:

Weak, but effective. This weapon will slow down enemies and make them spin out. Can you say chain reaction? Non-Boss Attack power, 1/3 damage.

Grenade:

Very powerful, but hard to aim. Practice makes this the best weapon for defeating enemies in Cross Country. Grenades don't slow a boss down significantly. You can control the range of fully powered-up grenades by holding the fire button down. Non-Boss attack power, 2/3 damage.

Read this section or you might end up in the ditch with a serious shortage of bandages.



Life Bar:

Indicates the number of hit points you have remaining. When the bar is empty you're history. The color of your life bar indicates the status of your shield.

Shield:

Your rig comes equipped with a state of the art high impact energy absorption unit i.e., a shield. When your shield is fully charged you won't take any damage. However, if you hit the edge of the track too often you will start to take damage and more importantly lose speed.

Bright Red:

Full charge. Collisions will cause no damage and edge collisions will not result in speed loss. After a collision the life bar will change color from bright red to dark red. If there are no additional collisions for 2 seconds your shield will recharge and the life bar will return to bright red [fully charged status.]

Dark Red:

Partial shielding available. A collision will cause no damage. Edge collisions will result in a speed drop from Turbo speed to Engine speed. After several collisions the life bar will change color to dark gray.

Dark Gray:

No shielding and no Turbo! Your shield will automatically take power from the turbo to help recharge the shields. This means you won't have turbo speed until your shield has the chance to power up. Any collision will cause damage. After about 5 seconds your shield will recharge, your life bar will return to bright red, and you will have access to Turbo speed.

Speed:

Indicates current speed.

Weapon:

Indicates weapon currently selected. After a weapon is fired the icon will disappear while the weapon is recharging. Weapons can't be fired while they are recharging. The icon will reappear when the weapon is charged and ready to fire.

Distance to Boss / Player 2 / End of Cross Country:

This number represents the distance between you and the boss, you and the end of the Cross Country segment, or you and player two in a two player game. If the number is negative, you're behind the boss / player two. If the number is positive, you're ahead!!

BOSS RADAR

When a boss is on your tail, say within about 15 car lengths, you'll see a small version of the boss's car on the bottom of the screen. As the boss moves closer to you, the car will grow in size until it's the actual size of the boss's car. This means that the boss is about to pass you. Not good, but you'll get over it. This feature acts like radar.

- Determine distance by the size of the car. The bigger the car the closer the boss is to passing you.
- Track position. The car moves left/right when the boss does.

Boss Radar

TECHNIQUES

There are many techniques in Battle Cars. Some are obvious and some are not. The following section is a must read for control freaks itching to learn some special moves.

Turning:

There are three ways to turn in Battle Cars, along with a special "Turn Lock" technique for experienced drivers. To race with the champs, you'll need to master all of these turning techniques.

Slow Turn:

- Press the L/R button.

Medium Turn:

- Press the Control Pad left/right.

Hard Turn:

- Press the Control Pad right while holding the L button for a hard right turn.
- Press the Control Pad left while holding the R button for a hard left turn.

Turn Lock:

- Initiate a HARD TURN.
- Release the L or R button to lock in your turning radius.
- This takes practice, but once you get a handle on it, you can whip through high speed U-turns.

Jumping:

- Press the L and R buttons at the same time.
- As you power up your jumping ability will increase.
- Jumping on a non-boss enemy will inflict 2/3 damage to your target.
- Jumping on a boss is not advised.

Side swipe Left/Right:

This is the best technique in the game. Think hit and run! Now you have the concept. This maneuver damages the enemy and causes them to spin out. Handy if a boss is on your tail. There are two types of side swipes:

Weak Side Swipe:

- While holding the Control Pad down press the R button to side swipe right.
- While holding the Control Pad down press the L button to side swipe left.
- A weak side swipe inflicts 1/3 damage.

Strong Side Swipe:

- Press the Control Pad left while holding the R button to side swipe right.
- Press the Control Pad right while holding the L button to side swipe left.
- This attack inflicts 2/3 damage.

Instant Reverse:

In Battle Cars all of your weapons shoot forward. Instant reverse allows you to spin around and blast tail gaters without losing any speed.

- While holding the Control Pad down, press the L and R buttons.
- Keep holding the L and R buttons to stay reversed.
- While reversed all steering will be backwards!
- Release the L and R buttons to spin forward.

Airborne Reverse

- While jumping (by pressing the L and R buttons) press the Control Pad down.

Quickly resolving a reversed situation:

You will occasionally find yourself traveling in the wrong direction. This is not good!!

The stop and turn: Slow but sure. Good for grannies and greenhorns!

- Press the X button to slam on the brakes.
- Initiate a HARD TURN.

Bootleg:

Only for hard-core adrenaline freaks!

- While holding the R button (gas) tap the X button (brake)
- Initiate a HARD TURN.
- Takes some practice, but it lets you turn fast and hard.

TACTICS

You need to defeat enemies in the Cross Country section of each level to get enough cash to buy power-ups for your car so that you'll be fast enough to beat the boss. You also need to finish the Cross Country sections fast enough to earn credits to power-up your weapons. You don't have to be a rocket scientist to figure out that this means you have to maximize the body count and minimize the time. The techniques below will help you do just that.

1. Shoot them! Simple and direct, but time consuming. It takes three hits from a weapon to destroy an enemy.

2. The Disk Shift: As you approach a non-boss enemy, shoot them with a disk, turn slightly right or left, then shift left or right into them as they spin past you!!!!

3. Grenade Instant reverse: This one is nearly impossible, but it's very satisfying when you make it work! Shoot an enemy with a grenade. As you are about to pass them, instant reverse in the air and get ready to pop off a disk when you land in front of them. Cool! Jumping on the enemy after a grenade hit is also a good way to go.

There are many other combinations of attacks for defeating enemies. Remember, offensive driving pays!

SCROLL LOCK

Use this feature to change your cars position on the screen.

- From the Option screen press the Control Pad up/down to highlight Scroll Lock.
- Press the Control Pad left/right to highlight Manual.
- Press the Start button to return to the Menu screen.
- Begin the game.
- During game play press the Control Pad up/down while holding the select button to move your car up/down on the screen.

Scroll Locked

HINTS

Read 'em if you need 'em.

1. Balance your buys! Keep your tires and dampeners on a par with your engine/turbo. All that power won't get you anywhere if you're bouncing around the track.

2. You can nick an edge and not lose speed if your life bar is bright red. Remember this, and use it to pass other cars, or take U-turns at Turbo speed.

3. When racing a boss, shoot them with a disk immediately, just off the starting line. This should give you an early edge.

4. Power up your weapons in this order: Disk, Missile, Grenade. You'll figure out why!

5. Use the boss radar! Stay in front! Don't let them pass. If they do pass you, be ready to nail them with a disk!

6. Learn how each boss attacks. They're all different. Watch and learn. You can do any move you see and you'll see a lot.

7. In the later stages of the game, non-boss enemies will become more aggressive. Power-up as soon as possible or you'll be dust.

8. Have fun!! Beat the game on hard, you'll find a little gift we've left for you!!!

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